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The Promised Land



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This Level's ambiance

The Promised Land is open for user participation!

The Promised Land is open for edits by anyone; add entrances and exits (if this applies) and content, as long as it follows site rules and fits the page. Happy editing!

It is *extremely* encouraged to help *expand* it!



We have arrived at a true paradise.



SURVIVAL DIFFICULTY

CLASS HABITABLE



Safe Sustained Communities Devoid of Harmful Entities

Description

The Promised Land is a mythical level in the Backrooms.

The Promised Land is very rare and was formerly a mythic level until various expeditions confirmed its existence. If you enter it, you will be in a building with 300 floors, and 1000 compartments of a limited 30m² each. The lights are all pink and can be deactivated on or off at any time. Behind the windows are curtains that are noticeable in the darkness. When it's the day, the curtains will vanish and a floor somehow made of clouds will come across. On the clouds, there are strange-looking trees. The leaves of those trees are also made of some type of clouds. The fruits that the trees bear (that we will now call Cloud Trees) are nutritive. This level moreover has a day-night progression replicating that of [The Frontrooms](#). This level previously had a War which resulted in it being dangerous. The conflict has ended making it safe again.

The first room in [The Promised Land](#).

Entering *The Promised Land* will take one to a random room on the top floor of the building. Each floor has a series of hallways that connect to various rooms. The entirety of *The Promised Land* has alternating pink and blue lights which can be turned on and off at anytime. The entirety building are made of pink including ceilings, walls, and floors.

The hallways are wide, similar to mall hallways. Several doors and windows on each side of the hallways lead to the next room. The layout of the hallway is well-organized, with intersections that follow a clear pattern. Vending machines, water fountains, sofas, chairs, tables, and other types of furniture can be found. The pillars in the hallway have no function; they are primarily used to display posters. The posters include a picture with a short message or poem about *The Promised Land*. Many EXIT signs can be found on ceilings, but they serve no purpose. The speaker is playing soothing background music that seems to play random songs. These songs give the wanderer a constant sense of peace and nostalgia. The same song never plays twice.

The rooms in *The Promised Land* are generally suites that appear to be large. Different furniture styles are present in rooms, but all of which are pink. The rooms in each suite are a bedroom, a living room, a kitchen, a dining room, and a bathroom. These rooms also include various items and supplies that are known to be automatically refilled, but it takes a while. Private pools may also be found in some rooms.

Some rooms can have different styles, and most of them can be used for activities and other things. It might take the form of a shop, a swimming pool, an arcade, a nightclub, a restaurant, a gym, etc. These rooms contain numerous helpful supplies and items, and it is well known that they are all free. Several rooms may share the same space, resulting in a very large room.

Rooms

These are the main room listings for this level.

THE FIRST
ROOM

THE PLANE
OF
CLOUDS

THE
PROMISED
ARCADE

BEDROOMS

INFIRMARY

THE
PROMISED
RESORT

The First Room is located on the top floor of the 300-story building. **The First Room** is spacious and pink-lit. **The First Room** is furnished with sofas, tables, chairs, vending machines, and water fountains. In the center of **The First Room** is a large tree with leaves shaped like clouds. The nuts of the tree are very nutritious and can be eaten. Around **The First Room** are doors to different rooms. The rooms include a bedroom, living room, kitchen, dining room, bathroom, store, pool, arcade, nightclub, restaurant, and gym. All rooms are free of charge. **The First Room** has a magical charm that will make you want to visit again and again.

An image of The First Room.

Pink lighting adds a bright and festive touch to **The First Room**. Furniture such as sofas and tables make **The First Room** a relaxing space. A large tree in the center adds life to **The First Room**. The cloud-shaped leaves add a magical atmosphere to **The First Room**. Nutritious berries will keep visitors healthy. Doors to various rooms make **The First Room** an adventurous space.

Origins

The initial observation of The *The Promised Land* was found in The Lobby during exploration by two people from **The Backroom Colonists**. They found a ripped Frowners image in one of the rooms, and a sheet of paper with rather strange contents, containing the statement "**The last of us are here!**", Followed by a presumed photo of *The Promised Land*. There was also a book called "*The Promised Land*", which contains most of the knowledge we have about it. Shortly after the discovery of this level, the rumors of a heaven-like level spread across The Backrooms, primarily through **The Hub**. Numerous groups attempted to enter *The Promised Land*, but none of them succeeded. A common assumption about this level is that *The Promised Land* is connected to **THE JUDGEMENT HALLS** by an entrance or that it may even be a Sub-Levels of it. There may be updates for the excursions if one of them achieves uncovering something.

Entities

Cloud Trees

Cloud Trees are safe entities that can be found in *The Promised Land*. They are 3 to 10 meters high and have dark, gray wood. The trees produce edible fruits that are the size of apples. The fruits are very sweet, fresh, and juicy. They have 200 calories per fruit and will evaporate if not collected within a week. The juice made from the fruits is white, smells of soap and milk, and has the same taste as the fruit. It is 1000 calories per liter and weighs 100 grams per liter. The trees have spikes that can cause hallucinations if they prick someone. Eating a lot of the fruit can also cause hallucinations. Overall, Cloud Trees are safe and produce delicious fruits. However, it is important to be careful of the spikes and to not eat too much of the fruit.

Storks

Mostly found outside. They will turn into smoke when attacked.

Partypoopers

Nobody knows how the Partypoopers got to this level, not even them. They're found all around the level. They were thought to be extinct. Well Glad they're still alive.

Frowners

Escaped to this Level to escape the threat from the Smiler.

Playground Friends

They hang out around here.

The Shepard of the Promised Land

Mostly found taking care of *The Promised Land*. Anyone who has attempted to damage *The Promised Land* was thrown into [The Frontrooms](#) by him.

Radios

Found in the Lounge and the Bathroom. Always playing peaceful music to help ensure wanderers and entities that they're in a safe level.

GUARDIANS

Sanctuary. Handles any violence that occurs in *The Promised Land*. This is rare, however, so they mostly are seen relaxing.

Arcade Game Manager

These Entities primarily maintain arcade game machines.

The Game Creators

Seen managing things that go on at the Promised Arcade and the areas around it.

Gamefolk

Came along with the Game Creators. They help with the Promised Arcade.

Colonies and Outposts

U.A.E The Kingdom of Greater Azeutia

- The Biggest Colony of this Level

- Friendly
- Open for Trading
- Open for new Wanderers to Join
- Can be Found Everywhere
- Fully Supplied
- Pop: 1,545,000
- Emperor/King: Robert the III of Azeutia

Flag of the U.A.E

U.A.E Colony of Kaleri-Azeutia

- Collaborators of the U.A.E
- Huge-Size Base
- Owned by the colonial group, The Outlanders Republic
- Friendly
- Open for Trading
- Accepting new Members
- Heavily Equipped with Supplies

U.A.E Colony of Gasheria-Azeutia

- Collaborators of the U.A.E
- Huge-Size Base
- Owned by the colonial group, The Backroomians
- Friendly
- Open for Trading
- Accepting new Members
- Heavily Equipped with Supplies

U.A.E Colony of Jakorei-Azeutia

- Huge-Size Base
- Owned by the Paramilitary group, The Azeutian Cossacks
- Friendly
- Open for Trading
- Accepting new Members
- Heavily Equipped with Supplies

U.A.E Colony of Waerin-Azeutia

- Large-Size Base
- Owned by the Paramilitary group, The Freikorps
- Friendly
- Open for Trading
- Accepting new Members
- Heavily Equipped with Supplies

Azeutian Food Market

- The **A.F.M.** was founded by the Azeutian Food Co.
- They are willing to trade for food.
- Friendly unless provoked.
- They are accepting new members and employees.
- They currently own 6 Restaurants and 11 Stores.

- They have 250,000 employees.
- The **A.F.M.** are protected by the Azeutian Arms Industry's "Security System" in case of robbery. It is easy to notice an **A.F.M.** worker, as they have the **A.F.M.** logo on their shirts.

The United Promised Land Republic

- Willing to trade
- Medium-Size Base outside
- Accepts new members
- Current Leader: Jacob IV
- Population: 18,000 Members
- Short Description: The UPLR was created when 500

people from **Major Explorer Group** left the camp as heard "for a short time", they ended up in The Promised Land. Everyone was confused, someone named Jack looked up the database on his laptop. When he finally found the level, he was shocked. He told everyone: "This Level can bring us back from where we all came from!". From now on, he was called Great Leader Jack

Flag of the Republic

Reliquae Outpost

This outpost's members are veterans from The Summer War. They try to prevent another war from happening.

The Backroom Colonists

The Backroom Colonists is a mega-group. While the organization of the Backroom Colonists usually pledges all service and equipment, the sub-groups create their own outposts. The group nowadays has outposts on access levels to this level and intending completely get access shortly.

Entrances and Exits

Entrances

- The Conductor once told a wanderer that you can uncover a 15-meter-long and 10-meter tall staircase with a white door at the end that transfers you here. It can appear on any level, nevertheless, no staircase directing to *The*



has existed.

- Going up the stairs in **Hotel Chase** will take you here.
- Find a Neon lamp in Level 11.1.
- Fall off the balloon in Level 3200 and have a 10% chance to be sent here or unalive with impact.
- No-clipping into a pink lantern on the dance floor of **True Fun** will send you here.
- Get pink paint from **Hotel 370** and paint any wall pink to be sent to you here.
- On Level 865, sleeping has a very low chance of sending you here.
- Entering a pink-painted hotel between the Hemsworth Beach Front and Downtown Hemsworth, Level 1738, will take you here.
- On Habitable Warehouse to Opening Neon Door Will Bring You To here.
- Opening Neon Door in **The Biomes** will send you here, but finding it is very hard.
- Enter a pink door from **The Way Back Home** to enter you here.
- Finding a crack in the walls of **The Hub** may send you here, but finding the crack is very hard.
- **The Neon Express** may take one here.
- There are rumors that getting an achievement in **The Game** "**Journey to Promised Land**" sends you here.
- If you find a pink entrance in **The Place you go when you Win**, entering it will send you here.
- finding a glowing door in a barn on Level 1029 will bring one here
- If a wanderer successfully pilots the A321XLR to "PRMD" in Level 321, it will send them here, although it is currently impossible due to an event called "The Fuel Leak".
- If a wanderer is lucky enough, taking an ICE 3 from Level 239.1 will send them here.

Exits

- Eat a chees food can lead you to Level 8198.
- Sleeping on the floor can lead you to Beyond Sanity.
- If you noclip to the heart sticker you will to enter **Happy Room**. (Note: This is highly discouraged as Happy Room might be a trap)
- Entering a double glass door with "True Paradise" Written to enter The Great Lakes.
- You can get to a corridor labeled "EXIT" on the floor. Go through that door during the day to enter **The Frontrooms**.
- Going through blue door will lead you to Balkan Housing.
- Going through **Burnt** wood door will lead you to **The Negative Promised Land**.

Discovery Log: The Promised Land - A New Level in the Backrooms

Discovery Log: Entry #001

It has been several years since we found ourselves trapped within the eerie and labyrinthine corridors of the Backrooms. We, a group of survivors, have been navigating through the desolate The Lobby, hoping to find an escape or some sign of civilization. The fluorescent lights hum incessantly, casting a sickly yellow glow upon the worn-out linoleum floors.

Discovery Log: Entry #002

As we continue our journey, our spirits waver between hope and despair. The Lobby appears devoid of any entities, providing a temporary respite from the potential dangers that lurk within the Backrooms. The silence is both unsettling and comforting, allowing us to focus on our objective of finding a way out.

Discovery Log: Entry #003

Today, our exploration took an unexpected turn. While searching for supplies in one of the countless rooms, we stumbled upon a chilling discovery. A single dead Frowner lay slumped against a wall, its contorted face frozen in a peaceful expression. In its lifeless hands, the Frowner clutched a weathered book, the pages filled with countless scratches and scrawls.

Discovery Log: Entry #004

With a mix of curiosity and trepidation, we cautiously opened the book. Inside, a single statement stood out amidst the chaos of disjointed writings: "The last of us are here!" Accompanying the enigmatic message was a faded photograph depicting a landscape unlike anything we had seen before. It appeared to be a serene and untouched haven, teeming with life—a place referred to as "The Promised Land".

Discovery Log: Entry #005

The discovery of this book and the cryptic message it contained sparked a newfound sense of hope within our weary souls. Could this "Promised Land" be the key to our salvation? Determined to uncover the truth, we agreed to venture forth, to push beyond the boundaries of The Lobby and into uncharted territory.

Discovery Log: Entry #006

Overwhelmed with a sense of achievement and gratitude, we made our way back to Major Explorer Group Base Alpha in Lurking Danger, carrying the book as proof of our discovery. Our return confirmed the existence of The Promised Land—a sanctuary amidst the endless corridors of the Backrooms. We shared our findings with our fellow survivors, igniting a renewed sense of hope and determination to

navigate the enigmatic depths of this strange world.

End of Discovery Log.

Note: The exploration of new Levels in the Backrooms can lead to unforeseen dangers and challenges.

Proceeding with caution and preparation is strongly advised.

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